

BRYAN DICKENS

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bryandickens.com

Full-stack developer, program manager, and researcher. Interested in Virtual Reality, App/Web Development, and Machine Learning.

PENN STATE UNIVERSITY - STATE COLLEGE, PA

2011 - 2015

B.S. in Computer Engineering

Schreyer Honors College, Leonhard Global Engineering Scholar **GPA: 3.82**

Relevant Courses: Data Structures & Algorithms, Machine Learning & AI, Operating Systems, iOS App Development

Program Manager

Nov 2015 - Current

Microsoft - Azure, AppSource, TestDrive

Led TestDrive project for Azure Marketplace, allow businesses to give their solutions to customers for free before they buy. Developed Telemetry and Logging Analytics for AppSource, Microsoft's enterprise marketplace. Built and managed Azure Portal's Control Framework, added new asynchronous file upload experience.

Research Assistant

August 2013 - May 2015

Design Analysis Technology Advancement Lab

Virtual Reality Development with the Oculus Rift (2014-2015), lead author and presenter: "A Proposed Virtual Reality System for Minimizing Information Loss in Multi-User Scalable Environments" at ASME 2015 Conference.

Text Mining and Sentiment Analysis with Massive Open Online Course data (2013-2014), author: "Knowledge Discovery of Student Sentiments in MOOCs and Their Impact on Course Performance" at ASME 2014 Conference.

Research Assistant

August 2014 - May 2015

Mobile Computing and Networking Lab

Development in Mobile Sensor Networks for iOS and Traffic Simulation using Data Analytics.

Program Manager Internships

May - August 2013, 2014

Microsoft - Cloud & Enterprise

Worked on a Visual Studio app called OneDash. Developed a risk level for code reviews by applying a machine-learning model to the code changes. Feature decreased bugs post-check-in companywide.

Worked on a feature to allow web experimentation on Microsoft's cloud. Built the service for customizable A/B testing. I created and managed the project to production. Resulted in agility for all of Azure to test in production.

AWARDS

2015 - Computer Engineering Student Marshal

2013-2015 - Phi Kappa Phi Member, Top 7.5% GPA

2014 - Microsoft Intern Azurathon Winner

2013 - Microsoft Data Platform Techfest Winner

2013 - Microsoft ThinkWeek Paper Winner

2011 - CodePSU Competition Winner

2012-2015 - Academic Chair of Phi Kappa Sigma

2011-2015 - Ministry Leader at University Fellowship

PROJECTS

2014-2015 - Founder and President of the *Penn State Virtual Reality Club*, Built multiplayer VR simulations on Unity3D

2014 - *Prediction Center*, Azure ML and JavaScript, a ML cloud-based solution to predict ideal building locations

2014 - *Brayn Game*, Objective-C, multiplayer neuroplasticity game

2014 - *Prediction Addiction*, Python, ML algorithm to predict defaults on loans

COMPUTER SKILLS

Programming - C, C++, Java, R, Python, Verilog

Web - HTML, CSS, ASP.NET, JS, PHP, REST, MySQL

Mobile - Obj-C, Swift, C#

Design - Balsamiq, InVision, PowerBI, Tableau